// Fill-in information from your Blynk Template here

#define BLYNK\_TEMPLATE\_ID ""

#define BLYNK\_DEVICE\_NAME ""

#define BLYNK\_FIRMWARE\_VERSION "0.1.0"

#define BLYNK\_PRINT Serial

#define BLYNK\_DEBUG

//#define APP\_DEBUG

// Uncomment your board, or configure a custom board in Settings.h

//#define USE\_SPARKFUN\_BLYNK\_BOARD

#define USE\_NODE\_MCU\_BOARD

//#define USE\_WITTY\_CLOUD\_BOARD

// define the GPIO connected with Relays and switches

// uncomment the following lines according to the board

//-------------------For ESP-01 board

//#define RelayPin1 0 //GPIO-0

//#define RelayPin2 2 //GPIO-2

//#define SwitchPin1 3 //RX

//#define SwitchPin2 1 //TX

//-------------------For NodeMCU board

#define RelayPin1 12 //D6

#define RelayPin2 13 //D7

#define SwitchPin1 5 //D1

#define SwitchPin2 4 //D2

#define wifiLed 16 //D0 (Do not Comment)

//Change the virtual pins according the rooms

#define VPIN\_BUTTON\_1 V1

#define VPIN\_BUTTON\_2 V2

// Relay State

bool toggleState\_1 = LOW; //Define integer to remember the toggle state for relay 1

bool toggleState\_2 = LOW; //Define integer to remember the toggle state for relay 2

#include "BlynkEdgent.h"

BLYNK\_CONNECTED() {

// Request the latest state from the server

Blynk.syncVirtual(VPIN\_BUTTON\_1);

Blynk.syncVirtual(VPIN\_BUTTON\_2);

}

// When App button is pushed - switch the state

BLYNK\_WRITE(VPIN\_BUTTON\_1) {

toggleState\_1 = param.asInt();

if(toggleState\_1 == 1){

digitalWrite(RelayPin1, LOW);

}

else {

digitalWrite(RelayPin1, HIGH);

}

}

BLYNK\_WRITE(VPIN\_BUTTON\_2) {

toggleState\_2 = param.asInt();

if(toggleState\_2 == 1){

digitalWrite(RelayPin2, LOW);

}

else {

digitalWrite(RelayPin2, HIGH);

}

}

void setup()

{

Serial.begin(115200);

delay(100);

pinMode(RelayPin1, OUTPUT);

pinMode(RelayPin2, OUTPUT);

pinMode(wifiLed, OUTPUT);

pinMode(SwitchPin1, INPUT\_PULLUP);

pinMode(SwitchPin2, INPUT\_PULLUP);

//During Starting all Relays should TURN OFF

digitalWrite(RelayPin1, HIGH);

digitalWrite(RelayPin2, HIGH);

BlynkEdgent.begin();

Blynk.virtualWrite(VPIN\_BUTTON\_1, toggleState\_1);

Blynk.virtualWrite(VPIN\_BUTTON\_2, toggleState\_2);

}

void loop() {

BlynkEdgent.run();

manual\_control(); //Manual Switch Control

}